

Martino Piaggi

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Education

Politecnico di Milano, Master's degree in Computer Science Engineering 2022 – Present

- Relevant coursework: Videogame Programming and Design, Advanced Algorithms and Parallel Programming, Distributed Systems, Computer Graphics

Politecnico di Milano, Bachelor of Engineering in Computer Science Engineering 2019 – 2022

- Relevant coursework: Algorithms and Data Structures, Foundations of AI, Software Engineering, Geometry and Linear Algebra, Physics and Rational Mechanics

Projects

- **MSc Thesis:** (In progress) Procedural Content Generation for racing tracks using Quality-Diversity (QD) Reinforcement Learning algorithm.
Technologies: Python, JavaScript, Docker, C++, Unreal Engine
- **Gambetto:** Led a team of five engineering students in developing a game for the Videogame Design course. Achieved a score of 30/30L based on professors and peer reviews.
Technologies: Unity, C#
- **Shut The Box:** Implemented an AI-powered version of a classic game using Monte Carlo Tree Search algorithm from scratch.
Technologies: Unity, C#
- **Unity Maze Generation using Disjoint Sets:** Efficient procedural maze generation algorithm.
Technologies: Unity, C#
- **Java board game:** A complex table-top game built with a team of three people for Software Engineering course project. It included online multiplayer. Achieved maximum grade.
Technologies: Java, Java RMI, JavaFX
- **The Pirate Bay:** An exploration of the Vulkan graphics API.
Technologies: C++, Vulkan API, GLSL
- **Unofficial Itch.io Mobile App:** Mobile interface for the indie game platform, with additional full-stack features.
Technologies: Flutter, Firebase

Experience

Tech Artist, Fiverr (Freelance part-time) 2018 – 2024

- 3D art and rendering animation using Unreal Engine, Cinema 4D and Adobe Suite for indie creators and small businesses.
- 4.8/5 star rating across 68 public reviews.

Core Team Member, Google Developer Student Club PoliMi 2020 – 2021

- I was selected as team member Google Developer Student Club community at Politecnico di Milano.
- Organized tech workshops with different companies (speakers from Google, Waymo, Avalanche and others) to a community of 1200+ engineering students.

Skills & Technologies

Programming: C#, C++, Java, JavaScript, Python, SQL, academic experience with Erlang, Scheme, Haskell

Frameworks: Unity, Unreal Engine, Three.js, Google Firebase, Flutter, academic experience with Vulkan and CUDA